

Introduction

Ticket Maker is a ticket creation & printing application that can print tickets containing text, lines, pictures and barcodes

Text and barcode elements may be rotated through any angle and the user can set the colour and font properties.

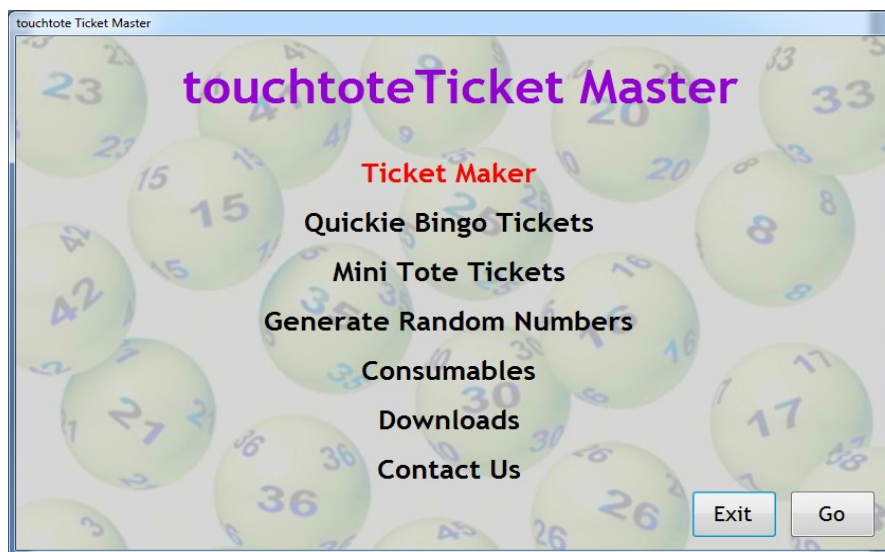
The program installation includes many Template files to get you started printing tickets quickly. It is also possible to design your own tickets from scratch and save the details to a Template file.

The program and supplied templates are designed primarily to work with the Star TSP700 series printer, but tickets may be printed on any Windows-supported graphics printer.

The pages below guide you through the processes of designing a ticket from a template and generating the numbers to display on those tickets.

Getting Started

Ticket Maker can be started from the Ticket Master Application menu, simply highlight 'Ticket Maker' and select the 'Go' button.

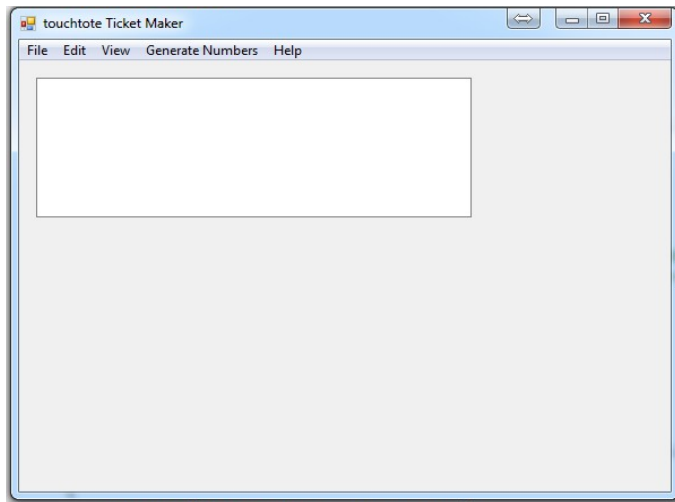


The Ticket Master Menu application will minimise itself and the Ticket Maker application will start.



If you are using the demo version of Ticket Maker the About screen will appear. This will give you a chance to enter a license key which will upgrade the software to the full version. There is also a link to the website <http://touchtote.com> where you find out how to obtain a license key. If you have a License key enter it in the box and press the Register button. To continue using the demo version press the cross in the upper right corner.

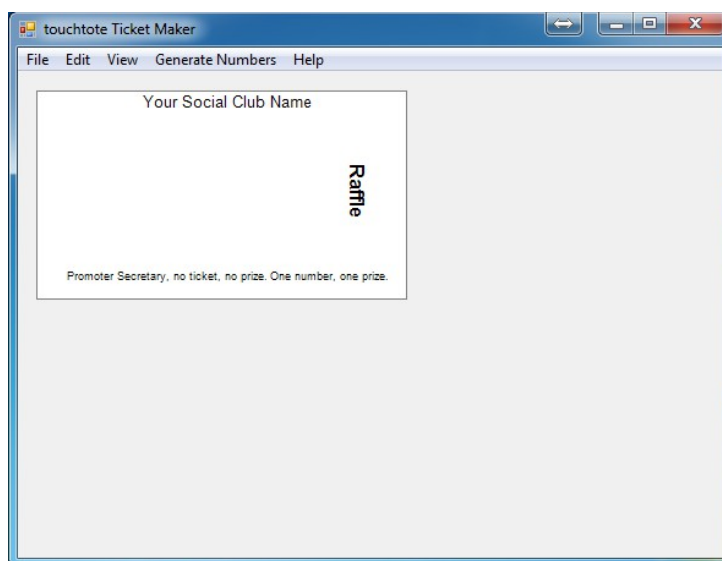
When the About ticket Maker screen is closed you will be presented with the main screen showing a blank label at the default label size.



Using pre-defined Templates - Tutorial

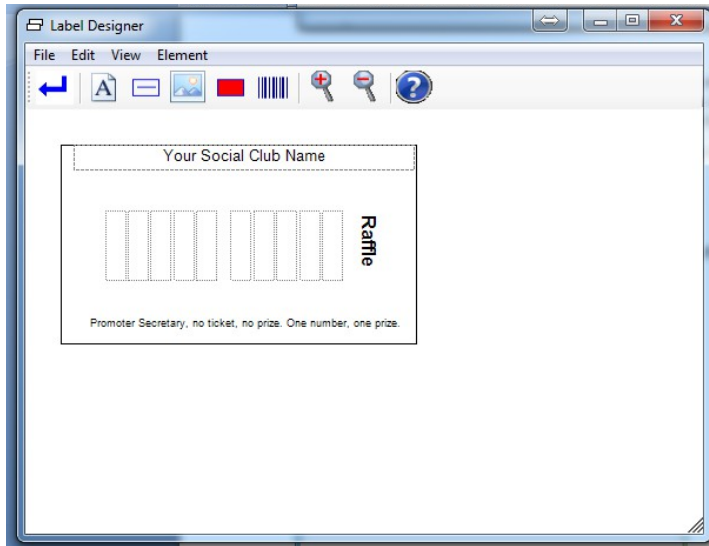
We will create raffle tickets from a pre-defined template. This template produces raffle tickets with ten consecutive numbers on each ticket. In this tutorial we are only going to modify the existing elements and generate numbers for our tickets.

On the File menu choose Open Template and select the Raffle Ticket10 template.

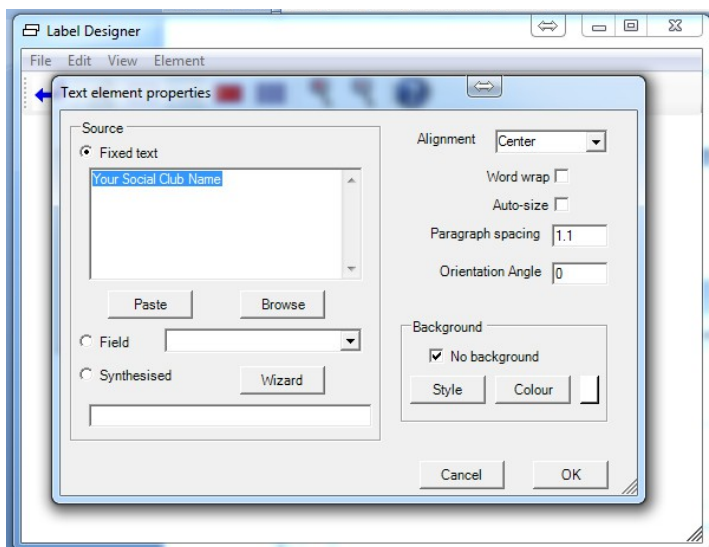


This screen now shows the layout of the Raffle ticket. First we need to modify the ticket to reflect your club details.

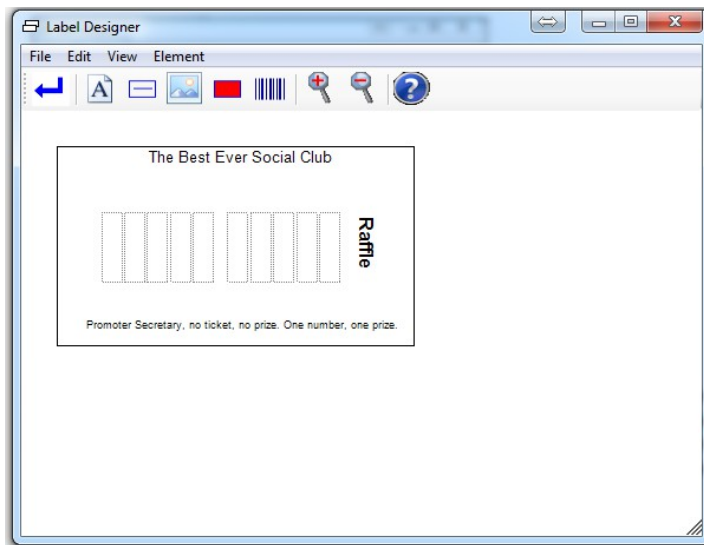
From the Edit menu select Designer to show the Ticket Designer screen. A detailed description of the Designer functions can be found in the Ticket Designer Section.



Place the mouse cursor over the Your Social Club Name textbox and press the right hand mouse button to display the popup menu. Select Properties from that menu.

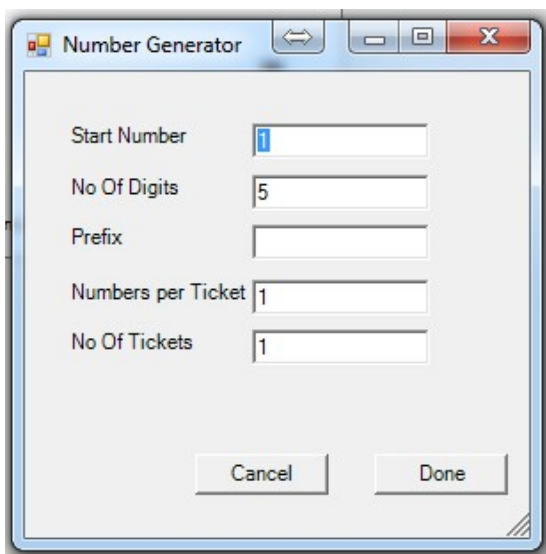


Highlight the text 'Your Social Club Name' by holding down the left hand mouse button while the cursor is at the beginning of the text and moving the cursor to the end of text. Type your club name to overwrite the existing text and press the OK button to save the change then close the properties dialog by pressing the OK button. In the example below I typed 'The Best Ever Social Club' as the club name. You can repeat the process for the other text boxes if you wish. You could also add a text box to show the price of the ticket and you could add a unique serial number if desired. See The Ticket Designer Section for details of how to do this.



Adding Raffle Numbers

When we have the text on the ticket the way we want it we can specify the raffle numbers we want printed on the tickets. To do this close the Ticket Designer by pressing the blue arrow in the tool bar at the top of the designer. Select the Generate Numbers from the menu and then Raffle Numbers option and the Number Generator dialog is displayed.

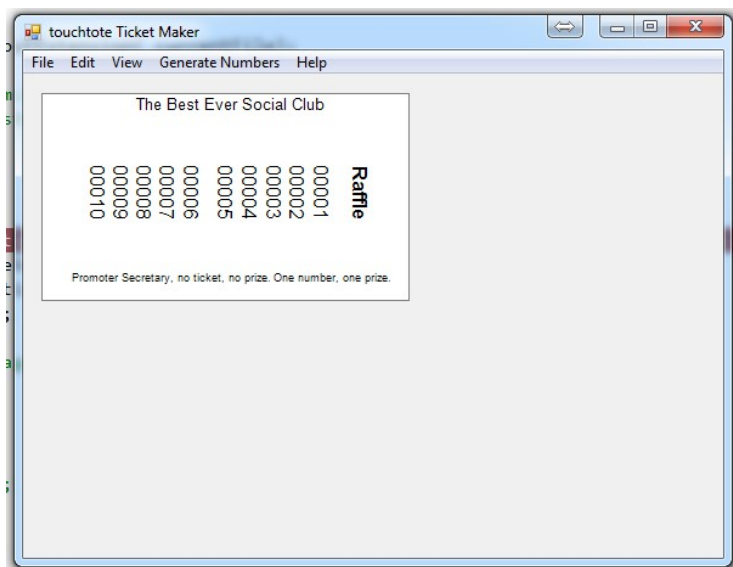


We will start the raffle at number one and print a hundred raffle tickets.

- Enter 1 in the Start Number Dialog
- Enter 5 in the No of Digits Dialog (this will cause the number to displayed as 00001 rather than just 1)

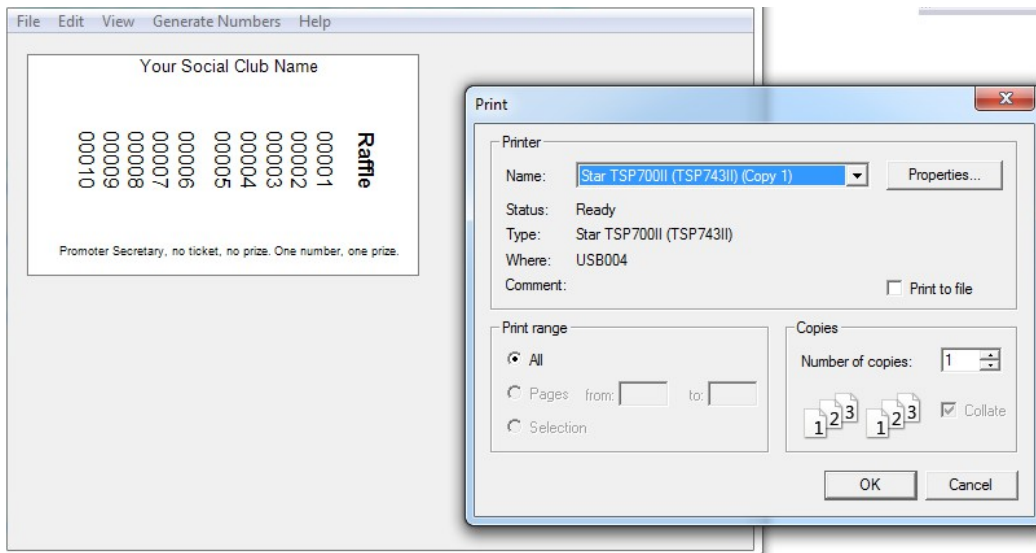
- We will leave the prefix blank (if we were to enter “No. “ for example then the numbers would be printed as No. 00001
- In this template there are 10 numbers per ticket so enter 10 in the Numbers per Ticket box.
- Enter 100 in the No Of Tickets box.
- Press Done.

The program will now generate 1000 consecutive numbers starting from number 1. And the Generate Number dialog will close and main screen will now show the first ticket populated with the generated numbers.

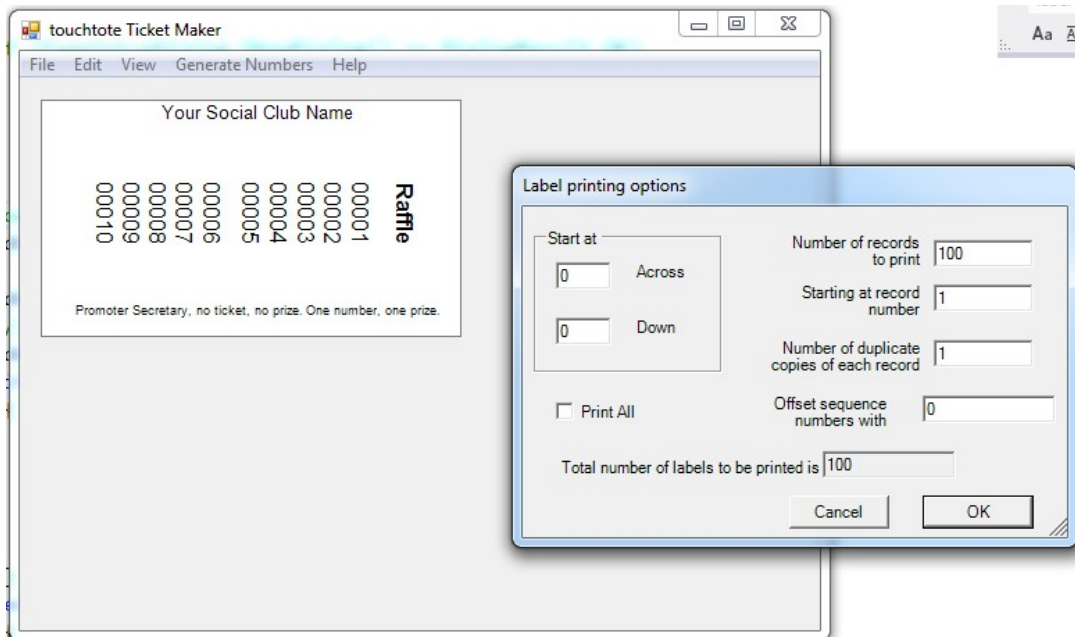


To save the template select Save from the File menu and give the template a name. This will update the Template file to reflect the changes you made to elements on the ticket, in our case the club name element. It does not however save the generated numbers because a different set of numbers will likely be required each time the program is used.

To print the tickets choose Print from the File menu you will be presented with a Print dialog where you decide which printer to print on. You can also set other printer properties such as orientation which in the case of this ticket should be portrait.



Pressing OK on this dialog will close it and bring up a Label printing options dialog where you can state what tickets you want printing.



The options will be populated so that all tickets will be printed you can change the options to print fewer tickets. In the demo version of the software only the first two tickets can be printed.

- The start Across and Down options are used when printing more than one ticket per page, for example on an A4 sheet of paper. However with the Star ticket printer we can leave these at their default value of zero.
- Number of Records to Print specifies the number of tickets to print, in our case 100.
- Starting at Record number is used to specify the first ticket that will be printed.

- Number of Duplicate Copies of each Record is set to 1, this will cause one copy of each ticket to be printed.
- The Total number on labels to be printed shows the total number of tickets that will be printed given the above settings.

When you are satisfied with the selections press the OK button and your tickets will be printed.

The printed tickets will look as they did on the screen with addition of a unique serial number in the centre bottom of the ticket. The serial number is of the form 7c9e6679-7425-40de-944b-e07fc1f90ae7 and is used to uniquely identify the batch of tickets printed. All 100 tickets will have the same number printed on them.

The Audit File

The audit log file allows you to trace what tickets have been printed, when those tickets were printed and the unique serial number that was assigned to the print job. An example of a log file is shown below.

- 2014-06-25 17:47:02,144 [1] INFO TicketMaker - Application started
- 2014-06-25 17:47:35,378 [1] INFO TicketMaker - Printed: \Templates\Members75p.dat
- 2014-06-25 17:47:35,378 [1] INFO TicketMaker - No of Tickets: 2
- 2014-06-25 17:47:35,378 [1] INFO TicketMaker - No of Duplicates: 1
- 2014-06-25 17:47:35,378 [1] INFO TicketMaker - Start Ticket No: 1
- 2014-06-25 17:47:35,378 [1] INFO TicketMaker - Sequence offset: 0
- 2014-06-25 17:47:35,378 [1] INFO TicketMaker - Print Run Security No: b6dee7cd-9c52-4a51-bc3b-f06b9d75e635
- 2014-06-25 17:58:52,757 [1] INFO TicketMaker - Application ended

The first entry shows that on the 25th June 2014 at 17:47 the application was started. The next lines tell us that two Members75p tickets were printed the tickets were numbered 1 and 2 and the unique serial numbers on those tickets was b6dee7cd-9c52-4a51-bc3b-f06b9d75e635.

To view the audit log file select the View menu than select View Log File.

The Ticket Designer

The ticket designer is used to modify existing tickets and also to create new ticket templates.

Ticket Designer functions

Right-clicking on the client area pops-up the main design menu which allows the creation of new text, picture and barcode elements, the adjustment of the ticket size and the magnification of the

designer image and the associated design grid. Similar items are also available on the menus.

Designer magnification

To change the magnification of the ticket image in the designer's window select one of the magnification factors listed on the Zoom menu item, either by right-clicking on the window or by selecting Zoom from the View menu.

Adding an element

The items that can be placed on your label design are called elements. To add an element to the label select one of the items on the Add Element menu, or select Add Element from the Edit menu. You can also add element by pushing the appropriate button on the toolbar.

Clicking on one of the element types causes the menu to be removed. Now clicking on the surface of the displayed label causes a box to appear at the position of the mouse pointer.

This box contains default content for the element type you have selected.

Moving and sizing an element

The element may be moved around on the surface of the label by holding down the left mouse button and dragging the element to the required position.

The element may be resized by holding down the shift key while holding down the left mouse button and dragging the lower right-hand corner of the selection rectangle to form the required size.